

## ABSTRACT OF THE DISCLOSURE

A gaming system for implementing coinless gaming environment having a central processing system interconnected to a plurality of gaming machines and a plurality of change machines. The central processing system includes a processor and a memory having a plurality of memory locations for storing data. Each memory location is identified by a unique address in memory. In communication with the central processing system are a plurality of gaming machines having an input for accepting encoded media and an input for accepting standard paper currency. The gaming machines also contain an output including a bar code printer for encoding and distributing gaming coupons to a player. The central processing is also in communication with one or more change machines having an input for accepting gaming coupons, an input for accepting paper currency and an output for generating and dispensing encoded gaming coupons and an output for dispensing value either in the form of paper currency and/or coins. By interspersing gaming machines and change machines in a gaming establishment, the gaming establishment can eliminate the use of coins or tokens.

05400378-052199